Calculator App

Create a new project called CalculatorApp*, where the asterisk is replaced by your last name. When you complete this project, export the .aia file to your computer, and submit it on TEAMS.

In this project, you will create a calculator app with some basic functionality. This project's core requirements shouldn't prove too troublesome—what I am really looking for is some exploration and creativity beyond the basic requirements. In general, **the layout of the user interface is up to you**—do what you think makes sense based on how you want your app to work.

Your project is **required** to include the following:

- Include the Initialize method code for Screen1. On this code block, write a comment outlining the key functions of your app, the "extra" behavior you've included, and any limitations that may still be present
- Ensure your app's components have sensible names for what they are (for example, resultText is a better name than Label1)
- Your app must be able to add, subtract, multiply, and divide two numbers, and display the result

Additionally, you must explore **at least two** of the following possible extensions in your project. If you think of an extension beyond what is below, feel free to propose it to me for approval:

- Explore a component we haven't discussed in class yet (so, beyond Label, TextBox, or Button)
- Ensure your app cannot crash (e.g., if there are non-number operands)
- Include at least two additional mathematical operations
- Provide functionality more like a conventional calculator (e.g., allowing parentheses, multiple operations before hitting =, etc.)
- Recreate the app in Android Studio and/or XCode